# WAR 3010™ THE REVOLUTION

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# INSTRUCTION BOOKLET

KIDS TO ADULTS
AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

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# WAR 2010™
## THE REVOLUTION

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# STORYLINE

In the 20th century, humanity called out to the stars, searching for intelligent life outside the cradle of Earth. In the year 2641, they finally received an answer...

A technologically superior race calling themselves the Kyllens broke the cosmic silence and offered peace and friendship. They spent close to a decade assimilating themselves into human society and culture and, in the process, cured every disease, every famine, every biological hazard, until humanity had at last achieved Paradise. These galactic saviors were quick to earn the admiration of humans everywhere.

Then things changed. . .

Goodwill and mutual understanding gave the Kyllens the opportunity to observe the humans' every weakness and exploit their blind devotion to the Kyllen Brotherhood. Kyllen Supreme Command seized all arenas of human power and subjugated Earth's civilization using weapons of war that could not be matched by any Terran technology.

In the following years, humanity became subservient to Kyllen rule, stripped of all dignity and honor. Kyllen forces pillaged Earth and its colonies, conquering any resistance, and proclaimed their superiority with the formal establishment of human slave camps. Like the ancient empires of Earth, it seemed as though human civilization would fade into the forgotten annals of history.

Finally, a leader emerged from the ashes of what was once humanity, determined to reclaim Earth and liberate its children from the merciless grip of Kyllen power. This leader coordinated a massive slave revolt, seizing a small Kyllen fleet. These captured vessels were renamed after the mythological figures of ancient Greece, resurrecting one of the greatest cultures of old Earth. Breaking into the Kyllen computer network, rebel slaves learned of hidden caches containing Kyllen technology scattered throughout the quadrants. Such treasures will certainly prove useful as the rebels leave no survivors, endure overwhelming odds, and commit to an offensive that will ultimately take them into the black heart of Kyllen Supreme Command.

The last shred of human spirit, nearly extinguished by Kyllen domination, would rise again. The year is 3010. The interstellar void will soon become a battlefield where humanity's fate is decided. The Revolution is at hand...



## A PRIMER ON THE KYLLEN BROTHERHOOD

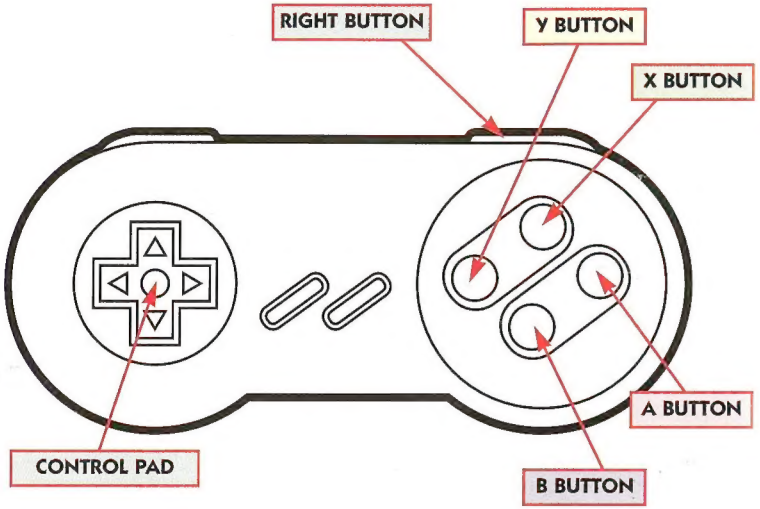
The Kyllen Brotherhood has sustained itself for nearly 25,000 years through deception and conquest. The Kyllen scheme for enslaving less-developed civilizations remains the same: fool them into thinking they have made an ally, become an integral component of their culture, then seize the reins of power by subjugating them with overwhelming technological warfare. The Kyllen Brotherhood (which in itself sounds deceptive) spans over three-quarters of the galaxy, with slave populations of various alien races reaching upwards of 10 billion on some planets. The Kyllens believe themselves to be the most superior form of intelligence in the universe and are able to maintain their omnipotence through listening posts and military bases scattered throughout their territories.

Kyllen Supreme Command represents the military arm of the Kyllen Brotherhood. The Supreme Fleet is the most powerful tool at their disposal, enabling them to crush any opposition within hours of initial unrest. It is broken down into organized elements of varying lethality, including the brutally-effective Task Force, the standard System Defense Battle Group, and down to local Planetary Protectors. Sharing the same reputation for ruthless efficiency is the Perimeter Guard, an elite division of the Supreme Fleet that provides an impenetrable defensive screen around several of the Kyllen core systems. The most legendary Perimeter Guards are the Nussa, Hodaak, and Bivlea Defense Perimeters, all of which have remained unbroken for literally thousands of years.

In the past, no alien race has been able to endure the prolonged war plan which the Kyllens have perfected. Kyllen military superiority remains unmatched, thanks in part to their confiscation and manipulation of alien technology. It has been said that the only way to defeat the Kyllen Supreme Fleet and the Perimeter Guard is to turn their own technological prowess against them. So far, no one has been able to take advantage of this potential weakness.

Until now. . .

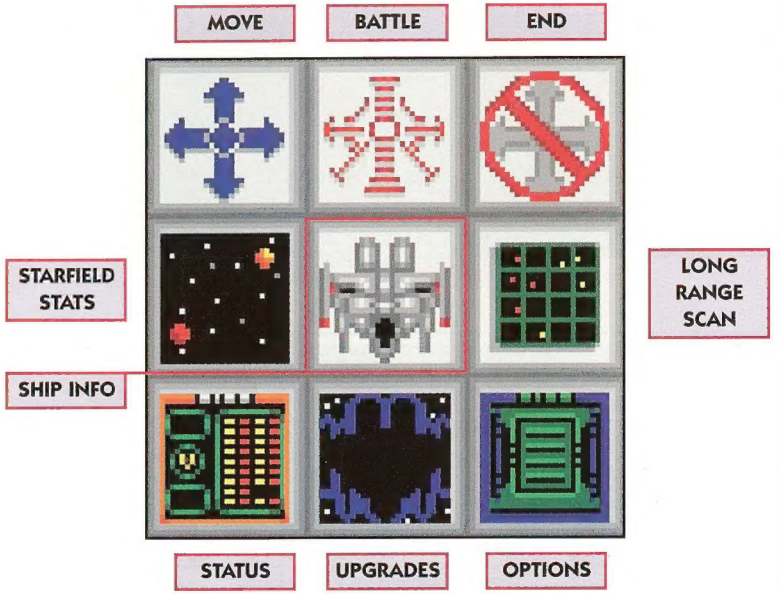
# CONTROLLER




| CONTROLLER FUNCTIONS | |
|---|---|
| CONTROL PAD | Controls the cursor |
| B-BUTTON | Selects an action |
| A-BUTTON | Cancels an action |
| Y-BUTTON | Recharges shield energy |
| X-BUTTON | Removes a ship from a warship transport |
| RIGHT-BUTTON | Speeds up cursor control |



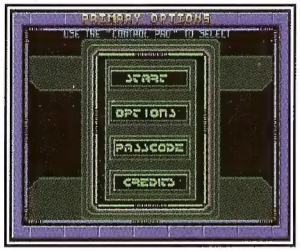
# MAIN CONTROL MENU

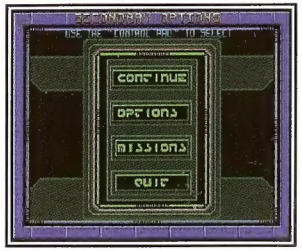



The **Main Control Menu** is activated by pressing the **B-BUTTON**. Each selection is described below. Using the Control Pad, move the arrow over the desired selection and press the **B-BUTTON** once again. Choices not currently accessible are shaded. To cancel the **Main Control Menu**, or any other selection in the game, press the **A-BUTTON**.

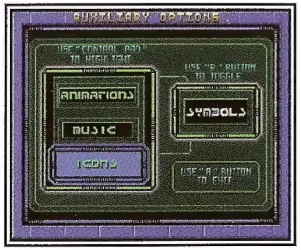
| | |
|---|---|
| MOVE | Moves a Rebel ship |
| BATTLE | Engages the enemy |
| END | Ends turn |
| STARFIELD STATS | Displays information on planets, star clusters, etc. |
| SHIP INFO | Displays information on a selected Rebel ship |
| LONG RANGE SCAN | Displays an overview of the entire battle |
| FLEET STATUS | Reports on the status of all ships |
| EQUIPMENT UPGRADES | Accesses special equipment (once found) |
| OPTIONS | Displays Secondary Options Screen |

# OPTIONS






| PRIMARY AND SECONDARY OPTIONS | |
|---|---|
| **Primary Options** are available only at the **start** of the game | |
| START | Begins a new game |
| OPTIONS | Accesses the Auxiliary Options |
| PASSCODE | Continues a previous mission |
| CREDITS | The Creators of War 3010 |
| **Secondary Options** are always available | |
| CONTINUE | Resumes the battle |
| OPTIONS | Accesses the Auxiliary Options |
| MISSIONS | Restates the objective for the current level |
| QUIT | Surrenders your forces and ends the game |



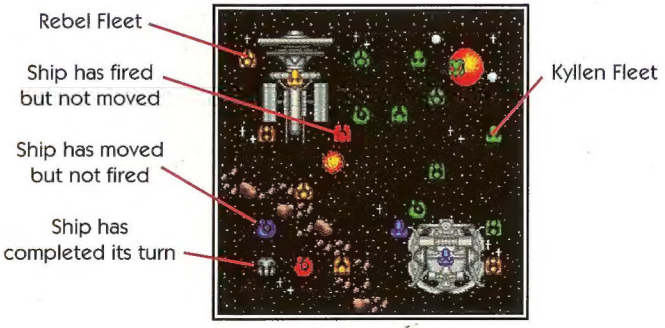

| AUXILIARY OPTIONS | |
|---|---|
| These toggle switches are available during game play | |
| ANIMATIONS | Battle View ON/OFF |
| MUSIC | ON/OFF & Selection |
| ICONS | Letters/Symbols |



# PASSCODE

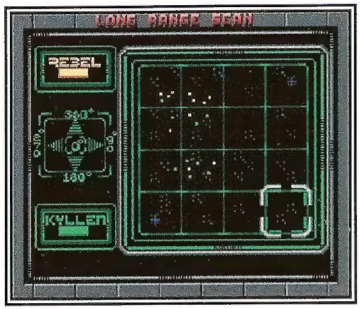
At the completion of each level, you will be given a **passcode**. This allows you to continue the Revolution at a later date. To enter a passcode, go to the **Primary Options Screen**, select **Passcode** with the Control Pad, and press the **B-BUTTON**. Now enter the passcode. A page in the back of this manual is provided for easy storage of passcodes.

# STELLAR MAP



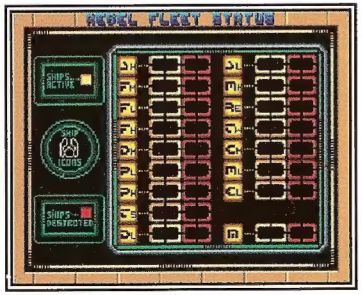

This screen depicts the strategic layout of the battlefield. The **Stellar Map** is where you will position your Rebel forces against the evil Kyllen Brotherhood. You will encounter several different maps during your adventures. The path to victory rests in adopting new strategies to fit each battlefield. Once an attack is underway, the screen will change to the **Battle View**.

# LONG RANGE SCAN




Each ship carries external sensors that will allow you to receive long-range stellar information. The **Long Range Scan** is activated from the **Main Control Menu** (see the above diagram). This readout displays every sector on the stellar map, revealing each ship and its location. Moving the cursor to a particular sector and pressing the **B-BUTTON** allows you to position yourself within that same location when returning to the map.

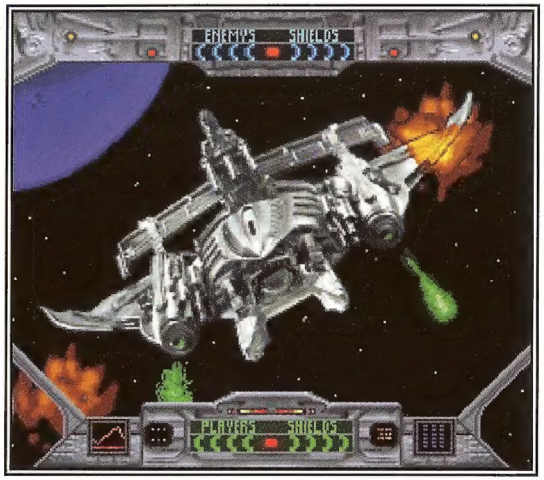
# FLEET STATUS




**Fleet Status** reveals the condition of each ship in the current mission, including the number of ships that have been destroyed by both Rebel and Kyllen forces. Use the Control Pad (left + right) to toggle between sides.



# BATTLE VIEW



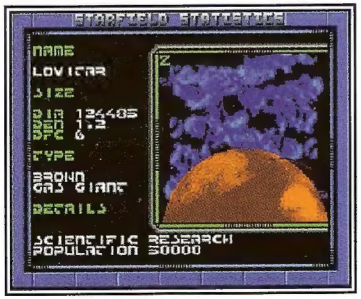

The **Battle View** simulates the action as opposing warships trade salvos. The outcome of each battle relies on several factors. A ship's endurance is dependent upon its shield integrity. However, firepower, range, and interstellar terrain, as well as other elements, must be considered when determining an overall strategy.

Deflector shields are the backbone of a ship's defenses. Shield power for each side is displayed within the **Battle View** and the **Ship Information Screen**. Shields can only be recharged by docking with Space Ports or Refuelers. To accomplish this, simply place a ship next to one of the four pods located on each corner of a Space Port. To recharge shield power using a Refueler, place your Refueler adjacent to the shield-drained vessel and press the **Y-BUTTON**. Now select a ship to refuel and and press the **B-BUTTON**.

# SHIP INFORMATION

To view specific data concerning an individual ship, select **Ship Information** from the **Main Control Menu**. This information includes the ship's designation, class, icon, weapons data, and shield integrity.

# STARFIELD STATISTICS



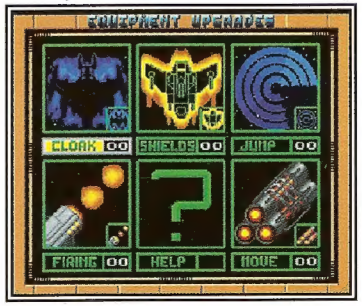

To receive a detailed analysis of interstellar terrain, place your cursor over any background object on the **Stellar Map** and select **Starfield Statistics** from the **Main Control Panel**. When viewing the data, keep in mind that all diameter measurements (DIA) are given in kilometers unless indicated otherwise (light years = LY). Density (DEN) is in grams/cubic cm.



# SHIP PRODUCTION

The **Ship Production Screen** allows you to oversee the construction of new vessels. In order to build your armada, you must first gain control of a Space Station by placing two units over the bridge portion (the middle two spaces of the uppermost row). Once this has been accomplished, you can construct ships by selecting **End Turn** and then highlighting **Build**. When viewing the **Ship Production Screen**, use the Control Pad to select the vessel you wish to build and press the **B-BUTTON** to confirm its construction in Bay Area 1. Pressing the **B-BUTTON** again will initiate construction in Bay Area 2. To cancel ship production, press down on the Control Pad, highlight a ship, and press the **A-BUTTON**. Note that each ship requires a fixed number of turns for completion.

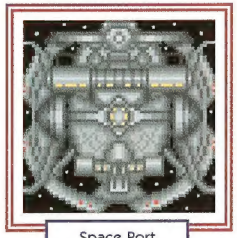
# UPGRADES

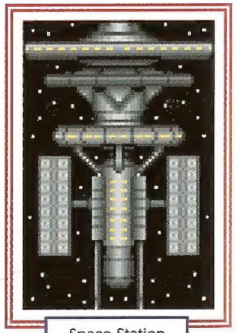


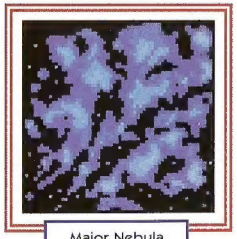
You can search for top secret Kyllen technology by placing your scout vessels over the thousands of planets and moons scattered throughout the galaxy. Once an **Upgrade** has been found, select a ship, go to the **Equipment Upgrades Screen**, highlight your discovery, and press the **B-BUTTON**. Only one **Upgrade** can be applied to one ship for the duration of a level. Use them wisely.

Listed below are the various terrain types that will be found during the course of your adventures. Each object can be viewed in greater detail by moving the cursor over the desired area and selecting **Starfield Statistics** from the **Main Control Menu**. Remember that each object possesses its own unique value that must be considered when constructing your strategy against the Kyllens. An object's defensive condition (DFC on the **Starfield Statistics**) is rated from 0 (very poor) to 9 (excellent). When viewing the **Starfield Statistics**, it is important to note that the number after an E is the exponent of 10. For example, 6.3E 7 means 6.3 times 10 to the 7th power. An N before the exponent indicates a negative exponential value.

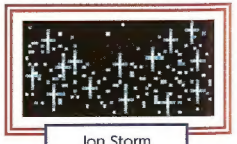
Clear


Space Port


Space Station

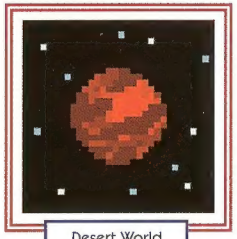

Major Nebula

Minor Nebula


Ion Storm

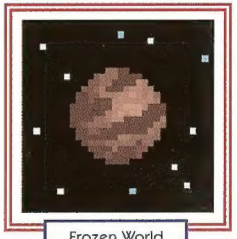
Red Gas Giant

Red Terrestrial – Hot –


Desert World

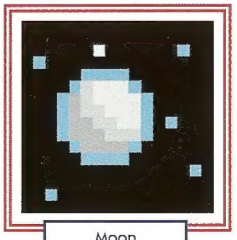
Gray Gas Giant

Gray Terrestrial – Cool –

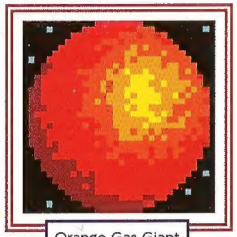

Frozen World

Brown Gas Giant

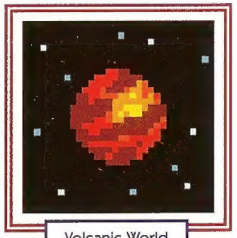
Brown Terrestrial – Temperate –


Moon

# INTERSTELLAR TERRAIN

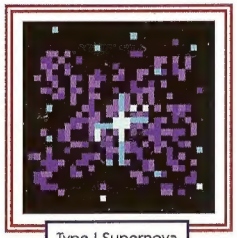


Orange Gas Giant

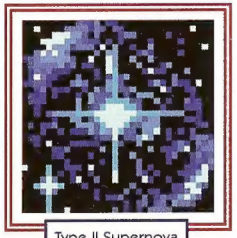


Volcanic World

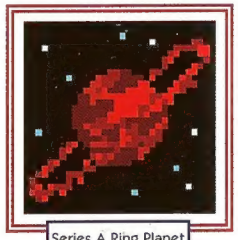
Local Star



Type I Supernova



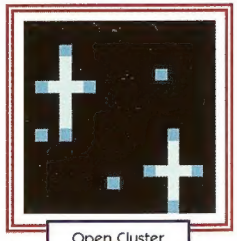
Type II Supernova



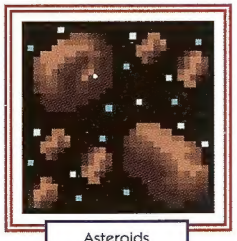
Series A Ring Planet

Series B Ring Planet

Globular Cluster



Open Cluster

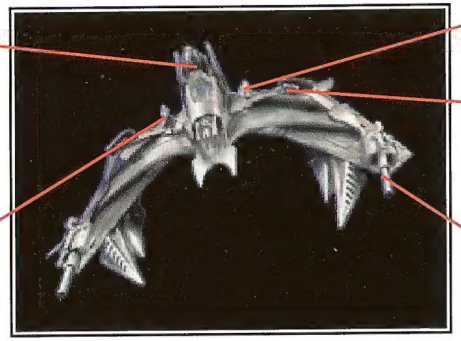


Asteroids



# FLEET TECHNICAL SPECIFICATIONS

# POSEIDON

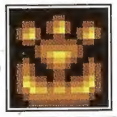



| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 40 | 55 | 70 | 4 | 1 | 3 |

LETTERS

FLEET REPRESENTATION

SYMBOLS

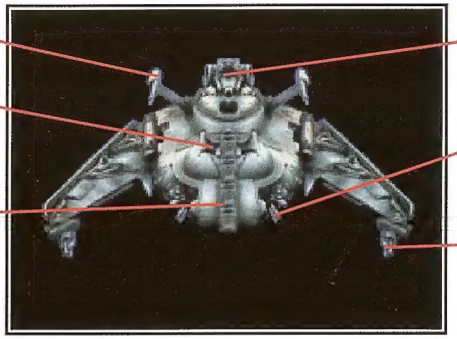


## STATISTICS

| | |
|---|---|
| VESSEL CLASSIFICATION | *LIJYRAM*-CLASS LIGHT MARAUDER |
| LENGTH | 30.3 meters |
| HULL COMPOSITION | UltraPlate L-205 |
| CREW | 32 |
| TROOPS | 20 |
| ENGINE TYPE | NovaKore I Series D |
| OFFENSIVE CAPABILITY | 2 SheaTommi AX-33 Heavy Laser Cannons<br>2 Diivec X2 Blaster Cannons<br>1 NovaKore Class B Anti-Matter Missile<br>1 SheaTommi Flux Torpedo |
| DEFENSIVE CAPABILITY | Diivec Shield Systems Model 2415 |



# KRONOS




| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 60 | 60 | 75 | 5 | 1 | 2 |

LETTERS

FLEET REPRESENTATION

SYMBOLS

## STATISTICS

| | |
|---|---|
| VESSEL CLASSIFICATION | *NUURLICH*-CLASS HEAVY MARAUDER |
| LENGTH | 252.5 meters |
| HULL COMPOSITION | Carliorr Optimum Grade A |
| CREW | 90 |
| TROOPS | 68 |
| ENGINE TYPE | Neksuun Flash SBL |
| OFFENSIVE CAPABILITY | 2 NovaKore QuickFix Laser Cannons<br>1 Mavajin Disruptor with Dedicated Target Fix<br>2 Diivec M9 Blasters<br>2 NovaKore DoubleTrack Railguns<br>2 NovaKore TripleTrack Railguns |
| DEFENSIVE CAPABILITY | Diivec Shield Systems Model 6111 |

| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 35 | 65 | 55 | 3 | 1 | 4 |

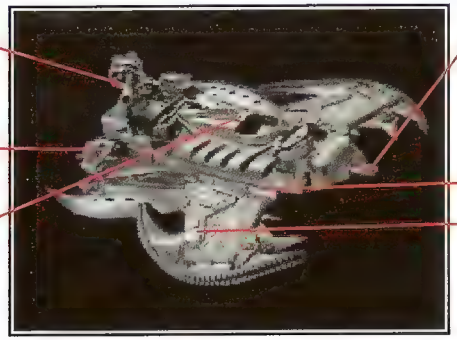
LETTERS | FLEET REPRESENTATION | SYMBOLS

## STATISTICS

| | |
|---|---|
| VESSEL CLASSIFICATION | *GAADEN*-CLASS LIGHT DESTROYER |
| LENGTH | 162.3 meters |
| HULL COMPOSITION | UltraPlate F-9 |
| CREW | 54 |
| TROOPS | 30 |
| ENGINE TYPE | NovaKore II Series R |
| OFFENSIVE CAPABILITY | 4 Diivec 5.15 Laser Cannons<br>2 NovaKore Reaction 63 Missile Launchers<br>2 NovaKore DoubleTrack Laser Cannons<br>2 Mavajin Medium GH Disruptors<br>1 Plax Medium 4 Rear Blaster |
| DEFENSIVE CAPABILITY | Plax Model 4000 Deflectors |








| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 50 | 70 | 65 | 4 | 1 | 4 |

LETTERS | FLEET REPRESENTATION | SYMBOLS

## STATISTICS

| | |
|---|---|
| VESSEL CLASSIFICATION | *IFFETS*-CLASS HEAVY DESTROYER |
| LENGTH | 241.5 meters |
| HULL COMPOSITION | Carliorr Optimum Grade B |
| CREW | 88 |
| TROOPS | 56 |
| ENGINE TYPE | NovaKore II Series C |
| OFFENSIVE CAPABILITY | 2 NovaKore Reaction 86 Missile Launchers<br>2 Diivec Riposte Cannons<br>1 SheaTommi Twin Enforcer Cannon<br>1 Neksuun MRS Torpedo Launcher<br>1 Mavajin Seek Disruptor |
| DEFENSIVE CAPABILITY | Plax Model 9090 Deflectors |

| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 25 | 50 | 55 | 4 | 1 | 6 |

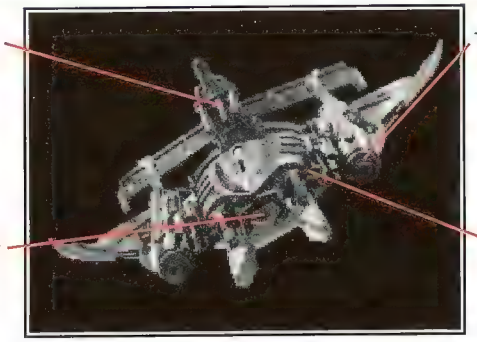
LETTERS

SYMBOLS

| STATISTICS | |
|---|---|
| VESSEL CLASSIFICATION | *BUZRE*-CLASS LIGHT PREDATOR |
| LENGTH | 104.8 meters |
| HULL COMPOSITION | UltraPlate H-721 |
| CREW | 24 |
| TROOPS | 18 |
| ENGINE TYPE | Diivec 2.93 Turbo |
| OFFENSIVE CAPABILITY | 2 Mavajin LaserSpill Attack Cannons<br>2 Diivec A1 Defender Turrets |
| DEFENSIVE CAPABILITY | Plax Virtual Armor Model D |








| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 40 | 60 | 65 | 4 | 1 | 4 |

SYMBOLS

| STATISTICS | |
|---|---|
| VESSEL CLASSIFICATION | *PAREF*-CLASS HEAVY PREDATOR |
| LENGTH | 202 meters |
| HULL COMPOSITION | NovaKore Special |
| CREW | 50 |
| TROOPS | 42 |
| ENGINE TYPE | NovaKore II Series T |
| OFFENSIVE CAPABILITY | 2 Neksuun Flame Torpedo Launchers<br>2 Neksuun Deliverance II Quad Batteries<br>1 Plax Overkill JJ Disruptor Battery |
| DEFENSIVE CAPABILITY | Deloreg Combat Shields |

| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 35 | 55 | 55 | 3 | 1 | 3 |

LETTERS

SYMBOLS

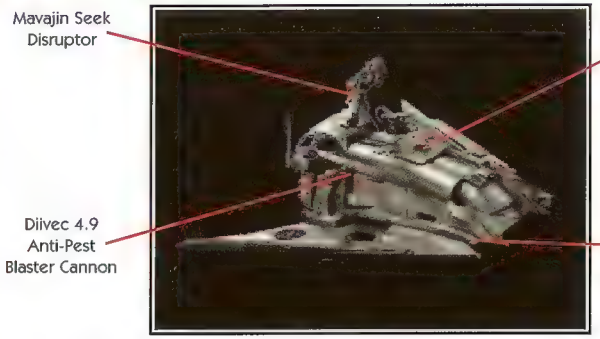
## STATISTICS

| | |
|---|---|
| VESSEL CLASSIFICATION | *LIW*-CLASS LIGHT CRUISER |
| LENGTH | 89.5 meters |
| HULL COMPOSITION | Bohhon Plating |
| CREW | 38 |
| TROOPS | 28 |
| ENGINE TYPE | NovaKore I Series M |
| OFFENSIVE CAPABILITY | 2 Neksuun C-12-GA Puncture Cannons<br>1 Mavajin MI-LC Polite Defense Package |
| DEFENSIVE CAPABILITY | Plax Model 4075 Deflectors |









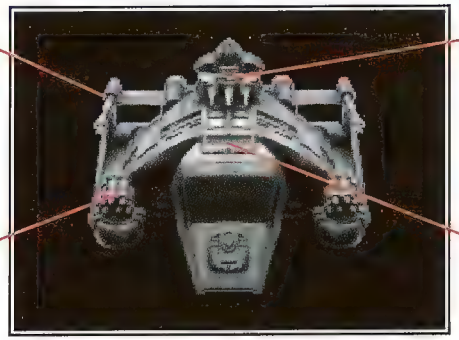

| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 40 | 65 | 65 | 3 | 1 | 2 |

LETTERS

SYMBOLS

## STATISTICS

| | |
|---|---|
| VESSEL CLASSIFICATION | *GUZY*-CLASS HEAVY CRUISER |
| LENGTH | 133.7 meters |
| HULL COMPOSITION | Carliorr Optimum Grade H |
| CREW | 65 |
| TROOPS | 48 |
| ENGINE TYPE | Neksuun Flash VCL |
| OFFENSIVE CAPABILITY | 2 NovaKore Reaction 33 Missile Launchers<br>1 Mavajin Seek Disruptor<br>1 Diivec 4.9 Anti-Pest Blaster Cannon |
| DEFENSIVE CAPABILITY | Sorrim Energies Invisible UltraPlate |




| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 40 | 50 | 50 | 2 | 1 | 5 |

LETTERS FLEET REPRESENTATION SYMBOLS

| STATISTICS | |
|---|---|
| VESSEL CLASSIFICATION | *RESA'KO*-CLASS SLAVE TRANSPORT |
| LENGTH | 85 meters |
| HULL COMPOSITION | UltraPlate C-9 |
| CREW | 40 |
| TROOPS | 22 |
| ENGINE TYPE | Diivec 1.2 Turbo |
| OFFENSIVE CAPABILITY | 2 SheaTommi Deluxe Missile Packages<br>2 NovaKore QuickFix Laser Cannons<br>1 NovaKore TripleKill Disruptor Battery |
| DEFENSIVE CAPABILITY | Diivec Shield Systems Model 2410 |

| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 50 | 50 | 50 | 1 | 1 | 7 |

LETTERS FLEET REPRESENTATION SYMBOLS

| STATISTICS | |
|---|---|
| VESSEL CLASSIFICATION | *KAMBOR*-CLASS WARSHIP TRANSPORT |
| LENGTH | 512.4 meters |
| HULL COMPOSITION | Nylex Steel |
| CREW | 34 |
| TROOPS | 0 |
| ENGINE TYPE | SheaTommi B 938 |
| OFFENSIVE CAPABILITY | 2 Diivec BlasterFire Cannons<br>2 Deloreg Crosshair Cannons<br>1 Neksuun Deliverance X Quad Battery |
| DEFENSIVE CAPABILITY | Plax Model 9000 Deflectors |

| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 15 | 50 | 50 | 3 | 1 | 8 |

LETTERS

SYMBOLS

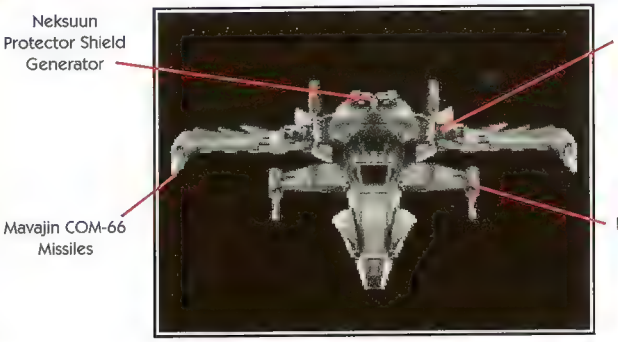
## STATISTICS

| | |
|---|---|
| VESSEL CLASSIFICATION | *SEVAT*-CLASS LIGHT SCOUT |
| LENGTH | 12.7 meters |
| HULL COMPOSITION | UltraPlate R-18 |
| CREW | 2 |
| TROOPS | 0 |
| ENGINE TYPE | Deloreg Runner VIII |
| OFFENSIVE CAPABILITY | 2 Neksuun CVLN Light Blasters |
| DEFENSIVE CAPABILITY | Plax 144 Anti-Intrusion Shield |









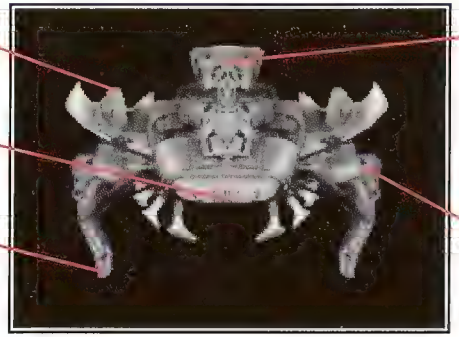

| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 35 | 50 | 55 | 4 | 1 | 6 |

LETTERS

SYMBOLS

## STATISTICS

| | |
|---|---|
| VESSEL CLASSIFICATION | *NOJA*-CLASS HEAVY SCOUT |
| LENGTH | 39.2 meters |
| HULL COMPOSITION | UltraPlate Z-12 |
| CREW | 10 |
| TROOPS | 0 |
| ENGINE TYPE | Diivec 2.21 Turbo |
| OFFENSIVE CAPABILITY | 2 NovaKore DDT8 Laser Cannons<br>2 NovaKore DDA5 Laser Cannons<br>2 Mavajin COM-66 Missiles |
| DEFENSIVE CAPABILITY | Neksuun Protector Shield |




| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 25 | 50 | 55 | 3 | 1 | 8 |

LETTERS

FLEET REPRESENTATION

SYMBOLS

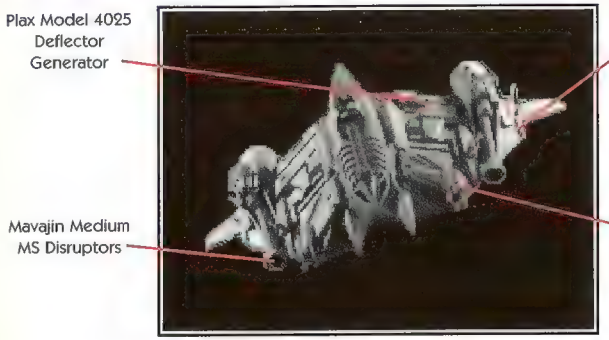
## STATISTICS

| | |
|---|---|
| VESSEL CLASSIFICATION | *KIRST*-CLASS LIGHT FIGHTER |
| LENGTH | 10.6 meters |
| HULL COMPOSITION | UltraPlate E-18 |
| CREW | 3 |
| TROOPS | 0 |
| ENGINE TYPE | Deloreg Runner II |
| OFFENSIVE CAPABILITY | 2 NovaKore Rapid Fire Blasters<br>2 Diivec DoubleGun Laser Cannons<br>2 SheaTommi HotShot Repeating Blasters<br>1 Mavajin LT-10 Disruptor |
| DEFENSIVE CAPABILITY | Neksuun FIT Force Screens |










| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 35 | 50 | 55 | 4 | 1 | 5 |

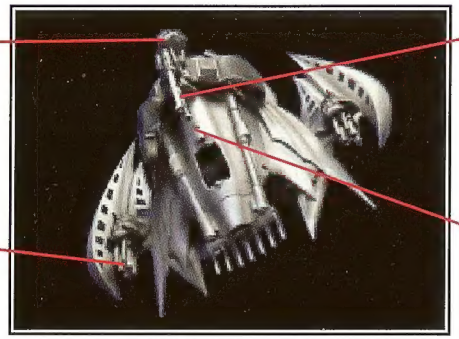
LETTERS

FLEET REPRESENTATION

SYMBOLS

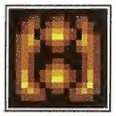
## STATISTICS

| | |
|---|---|
| VESSEL CLASSIFICATION | *AHSAT*-CLASS MEDIUM FIGHTER |
| LENGTH | 25.5 meters |
| HULL COMPOSITION | UltraPlate E-20 |
| CREW | 8 |
| TROOPS | 0 |
| ENGINE TYPE | Diivec 1.0 Turbo |
| OFFENSIVE CAPABILITY | 2 Mavajin Medium MS Disruptors<br>2 Mavajin COM-62 Missiles<br>2 Neksuun DualFire Laser Cannons |
| DEFENSIVE CAPABILITY | Plax Model 4025 Deflectors |




| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 35 | 50 | 60 | 3 | 1 | 3 |

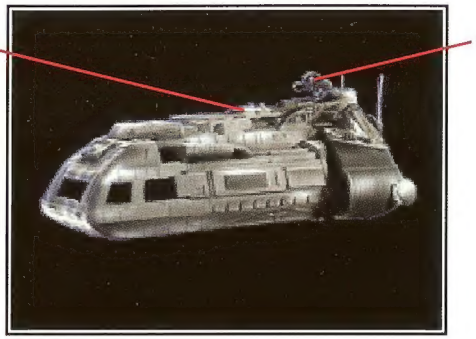
LETTERS **FLEET REPRESENTATION** SYMBOLS



| STATISTICS | |
|---|---|
| VESSEL CLASSIFICATION | *KALR*-CLASS HEAVY FIGHTER |
| LENGTH | 36.7 meters |
| HULL COMPOSITION | Bohhon Plating |
| CREW | 15 |
| TROOPS | 0 |
| ENGINE TYPE | NovaKore I Series H |
| OFFENSIVE CAPABILITY | 2 Mavajin SixPak Assault Batteries<br>1 Plax Rear Guard Blaster Turret<br>1 NovaKore SIMLock Disruptor |
| DEFENSIVE CAPABILITY | Haadin Defensive Screens |

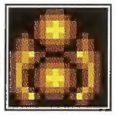




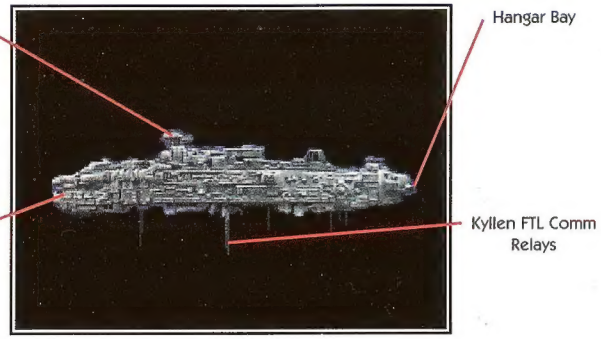



| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 35 | 50 | 50 | 1 | 1 | 7 |

LETTERS **FLEET REPRESENTATION** SYMBOLS



| STATISTICS | |
|---|---|
| VESSEL CLASSIFICATION | *TAEM'NAV*-CLASS REFUELER |
| LENGTH | 78.1 meters |
| HULL COMPOSITION | Nylex Steel |
| CREW | 20 |
| TROOPS | 0 |
| ENGINE TYPE | SheaTommi B 333 |
| OFFENSIVE CAPABILITY | 1 Diivec OmniTurret ST |
| DEFENSIVE CAPABILITY | Plax Model 4050 Deflectors |




| MAXIMUM SHIELD INTEGRITY | WEAPON STRENGTH LONG | WEAPON STRENGTH SHORT | WEAPON RANGE LONG | WEAPON RANGE SHORT | MOVEMENT RANGE |
|---|---|---|---|---|---|
| 100 | 70 | 99 | 5 | 1 | 1 |

LETTERS **FLEET REPRESENTATION** SYMBOLS

| STATISTICS | |
|---|---|
| VESSEL CLASSIFICATION | *DELL*-CLASS MOTHERSHIP |
| LENGTH | 1.39 kilometers |
| HULL COMPOSITION | Kyllen Ultimate 001 Reinforced |
| CREW | 944 |
| TROOPS | 688 |
| ENGINE TYPE | Plax 99 Supreme |
| OFFENSIVE CAPABILITY | 44 NovaKore TripleTrack Railguns<br>28 NovaKore DoubleTrack Railguns<br>25 NovaKore QuickFix Laser Cannons<br>12 Mavajin COM-66 Missile Launchers<br>10 Diivec Incinerator Torpedo Launchers<br>10 Mavajin Disruptors |
| DEFENSIVE CAPABILITY | 14 Plax Fortress 01 Deflector Generators |







- Get to know your surroundings and use the environment to your advantage. Each object has different properties that will affect how well you can defend yourself. An asteroid field will conceal your fleet and make them extremely difficult to hit but flying through nebulae and leaving visible dust trails will only make you an easy target. Remember, interstellar terrain will play a large role in shaping your victories... or sealing your defeat.
- Study your mission objectives carefully. Identify critical points on each Stellar Map. Ignorance does not become a leader.
- Use the Pandora Warship Transport to its fullest advantage. This vessel will enable you to quickly transport slow-moving ships (such as the Kronos) across the Stellar Map. To move a ship inside the Pandora, select that vessel, place it over the Warship Transport, and press the **B-BUTTON**. To remove a vessel, select the Pandora and press the **X-BUTTON**. One turn must pass before another ship can enter the Pandora after it has unloaded a previous vessel. Furthermore, only one transport can carry one ship at a time. Be careful not to lose a loaded transport, however, for you will also lose the vessel being transported.
- Keep a sharp eye out for Equipment Upgrades. They are primarily located on planets and moons. Remember, only one upgrade can be used by one ship during a mission. Don't foolishly waste an upgrade early on only to end up wishing that you had saved it. Because of the tremendous stress such experimental devices have on standard-issue equipment, upgrades burn out quickly and, therefore, do not carry over into following levels. In addition, you must protect your scout ships. Only they can discover hidden technology!
- To capture a Space Station, you must have two ships over the bridge section at the same time (the middle two spaces of the uppermost row). You are not, however, required to keep them there. Space Ports do not need to be captured to be used. They are automated facilities programmed to respond to Kyllen transponder codes and since your fleet is comprised of captured Kyllen vessels, you too can recharge your shield energy there. Keep in mind that if you capture a Space Station while the Kyllens are constructing a ship, you will be able to pick up where they left off and receive that ship.
- As commander of the Rebel forces, you must know what each vessel in your fleet is capable of. Ship performance varies greatly with each class and understanding which one to send into a battle is crucial in achieving ultimate victory.
- Finally, plan your attack carefully. The higher levels demand some clever strategies. Remember, the fate of humanity is in your hands...

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## PASSCODE INDEX

| LEVEL | PASSCODE | LEVEL | PASSCODE |
|---|---|---|---|
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| 4 | RCZKTLN | 11 | |
| 5 | PWDNRSX | 12 | |
| 6 | TZBMHKL | 13 | |
| 7 | CKXLDCN | 14 | |
| 8 | KCCRZRT | 15 | |
| 16 | | | |

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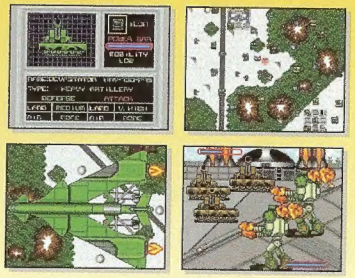

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